



Application No. 09/853,487

Response to Office Action of April 8, 2004

Listing of Claims:

Claims 1 - 280 (canceled)

Claims 281 - 374 (canceled)

375 (New): A data carrier for use in a video game apparatus having a first processor that is digitally linked to a separately housed portable game system containing a second processor and a discrete display device, the data carrier carrying game program instructions comprising:

- (a) first program instructions that cause said first processor to generate first data representing plural body parts of a first player-controlled character moving in a first simulated 3-dimensional game world for display on a first display device;
- (b) second program instructions that cause said first processor to transfer game data through a data transmission link to said second processor to cause said second processor to generate second data representing plural body parts of a second player-controlled character moving in a second simulated 3-dimensional game world for display on said discrete display device in said portable game system;
- (c) third program instructions that cause said first processor to detect a predetermined condition; and
- (d) fourth program instructions that cause transmission of control data to said second processor to cause said second processor to execute program instructions that modify said second data if said predetermined condition is detected.

- 376 (New): The data carrier of claim 375, wherein said predetermined condition is defined as one of said player-controlled characters contacting an object in one of said 3-dimensional game worlds.
- 377 (New): The data carrier of claim 375, wherein said predetermined condition is defined as one of said player-controlled characters being manually controlled to enter a predetermined area in one of said 3-dimensional game worlds.
- 378 (New): The data carrier of claim 375, wherein said predetermined condition is defined as manual selection of an object in one of said 3-dimensional game worlds.
- 379 (New): The data carrier of claim 375, wherein said predetermined condition is defined as one of said player-controlled characters grasping an object in one of said 3-dimensional game worlds.
- 380 (New): The data carrier of claim 375, wherein said predetermined condition is defined as one of said player-controlled characters moving away from an object in one of said 3-dimensional game worlds.
- 381 (New): The data carrier of claim 375, wherein said modified data represents a body part of said second player-controlled character.

- 382 (New): The data carrier of claim 375, wherein said modified data represents a hand of said second player-controlled character.
- 383 (New): The data carrier of claim 375, wherein data representing movements of at least one of said player-controlled characters are generated in response to manual operation of at least one control member in said portable game system.
- 384 (New): The data carrier of claim 375, wherein at least a portion of said transferred game data specifies a variable direction of movement in said second data of at least one of said body parts of said second player-controlled character.
- 385 (New): The data carrier of claim 375, wherein at least a portion of said transferred game data specifies a variable location in said second data of at least one of said body parts of said second player-controlled character.
- 386 (New): The data carrier of claim 375, wherein at least a portion of said transferred game data specifies any of the following variables: operation code, size factor, object identifier, character identifier, picture identifier, unit identifier, location, velocity, rotation, direction, or other variables.

387 (New): The data carrier of claim 375, wherein at least a portion of said transferred game data is program instruction data for execution in said second processor.

388 (New): The data carrier of claim 375, further comprising graphics data that said first processor transfers through a data transmission link to said second processor in said portable game system and from which said second processor generates picture data for display on said discrete display device.

389 (New): The data carrier of claim 375, wherein said body parts are articulated and bendable under control of at least one manually operable control device.

390 (New): The data carrier of claim 375, wherein said body parts comprise articulated fingers that are controlled by at least one manually operable control device.

391 (New): The data carrier of claim 375, wherein said body parts comprise any of the following: arm, leg, hand, finger, head, face, eye, mouth, claw, shoe, clothing, and other body parts.

392 (New): The data carrier of claim 375, further comprising program instructions that said first processor transfers through a data transmission link to said second processor for execution in said second processor to generate said second data.

- 393 (New): The data carrier of claim 375, further comprising data that causes said second processor to execute program instructions that enlarge an area of said second simulated game world for display on said discrete display device.
- 394 (New): The data carrier of claim 375, further comprising data that causes said second processor to execute program instructions that reduce in size an area of said second simulated game world for display on said discrete display device.
- 395 (New): The data carrier of claim 375, wherein at least one of said player-controlled characters is a human-like character.
- 396 (New): The data carrier of claim 375, wherein at least one of said player-controlled characters is a non-human character.
- 397 (New): The data carrier of claim 375, wherein at least one of said player-controlled characters is an inanimate object having plural parts.
- 398 (New): The data carrier of claim 375, wherein said second processor transfers control data to said first processor to cause said first processor to select program instructions from said data carrier for execution.

- 399 (New): The data carrier of claim 375, further comprising graphics data and wherein said second processor transfers control data to said first processor to cause said first processor to generate third data from said graphics data for display on said first display device.
- 400 (New): The data carrier of claim 375, wherein said data carrier is a semiconductor data storage memory.
- 401 (New): The data carrier of claim 375, wherein said data carrier is an optically coded disk.
- 402 (New): The data carrier of claim 375, wherein said data carrier is an optically coded disk comprising a physical feature that is difficult to duplicate for authentication of said disk.
- 403 (New): The data carrier of claim 375, wherein said data carrier is a data storage disk.
- 404 (New): The data carrier of claim 375, wherein said data carrier is a portable memory device for storing digital data and programs.
- 405 (New): The data carrier of claim 375, wherein said first and second player-controlled characters are 3-dimensional.

- 406 (New): The data carrier of claim 375, wherein said first and second simulated 3-dimensional game worlds are substantially the same game world.
- 407 (New): The data carrier of claim 375, wherein said first and second player-controlled characters are substantially the same character.
- 408 (New): The data carrier of claim 375, wherein said game data is transferred through said data transmission link to cause display of game images on a plurality of portable discrete display devices.
- 409 (New): The data carrier of claim 375, wherein said predetermined condition is defined as a manually operated object being in contact with a variable location on a touch sensitive surface in said portable game system.
- 410 (New): The data carrier of claim 409, wherein said manually operated object is a finger of a human operator.
- 411 (New): The data carrier of claim 375, wherein said predetermined condition is defined as a manually operated object moving in contact with a touch sensitive surface in said portable game system.

- 412 (New): The data carrier of claim 411, wherein said manually operated object is moving in any of the following movements: touching, guiding, keying, sliding, rubbing, pulling, pushing, encircling, and/or other movements.
- 413 (New): The data carrier of claim 375, wherein said predetermined condition is defined as data entry into said portable game system of any of the following data: number, letter, symbol, word, cursor, map location, menu selection, highlight, icon selection, drag and drop, and/or manual operation of a control device.
- 414 (New): The data carrier of claim 375, wherein said predetermined condition is defined as receiving data transmitted through said data transmission link that specifies a variable location of an object in one of said 3-dimensional game worlds.
- 415 (New): The data carrier of claim 375, wherein said modified data represents movement of at least a portion of said second player-controlled character in accordance with movement of a manually operated object in contact with a touch sensor in said portable game system.

416 (New): A data carrier for use in a video game apparatus having a first processor that is digitally linked to a separately housed portable game system containing a second processor and a discrete display device, the data carrier carrying game program instructions and data comprising:

- (a) first game instructions that cause said first processor to generate first data representing plural body parts of a first player-controlled character moving in a first simulated 3-dimensional game world for display on a first display device;
- (b) second game instructions that cause said first processor to transfer game data through a data transmission link to said second processor to cause said second processor to generate second data representing plural body parts of a second player-controlled character moving in a second simulated 3-dimensional game world for display on said discrete display device in said portable game system; and
- (c) data that said first processor transfers through a data transmission link to said second processor to cause said second processor to detect a predetermined condition, and to cause said second processor to execute program instructions that modify said second data if said predetermined condition is detected.

417 (New): The data carrier of claim 416, wherein said predetermined condition is defined as receiving data transmitted through said data transmission link that specifies a variable location of an object in one of said 3-dimensional game worlds.

- 418 (New): The data carrier of claim 416, wherein said predetermined condition is defined as a manually operated physical object being in contact with a variable location on a touch sensor in said portable game system.
- 419 (New): The data carrier of claim 418, wherein said manually operated object is a finger of a human operator.
- 420 (New): The data carrier of claim 416, wherein said predetermined condition is defined as a manually operated physical object moving in contact with a series of locations on a touch sensor in said portable game system.
- 421 (New): The data carrier of claim 416, wherein said predetermined condition is defined as one of said player-controlled characters contacting an object in one of said second simulated 3-dimensional game worlds.
- 422 (New): The data carrier of claim 416, wherein said predetermined condition is defined as one of said player-controlled characters being manually controlled to enter a predetermined area in one of said 3-dimensional game worlds.
- 423 (New): The data carrier of claim 416, wherein said data transmission link is partly wireless.

424 (New): The data carrier of claim 416, wherein said game data is transferred through said data transmission link to cause display of game images on a plurality of portable discrete display devices.

425 (New): The data carrier of claim 416, wherein said first and second player-controlled characters are substantially the same character.

426 (New): The data carrier of claim 416, wherein said first and second simulated game worlds are substantially the same game world.

427 (New): The data carrier of claim 416, further comprising program instructions that said first processor transfers through a data transmission link to said second processor for execution in said second processor.

428 (New): The data carrier of claim 416, wherein said data carrier is a data storage disk.

429 (New): The data carrier of claim 416, wherein said data carrier is a semiconductor data storage memory.

430 (New): For use in a game system having a video game apparatus containing a first processor, a data transmission link, and a separately housed portable game system containing a second processor and a discrete display device, a method of operating said game system comprising the steps of:

- (a) executing a first game program in said first processor to generate first data that represents plural body parts of a first player-controlled character moving in a first simulated 3-dimensional game world for display on a first display device;
- (b) digitally transferring game data from said first processor through said data transmission link to said second processor;
- (c) executing a second game program in said second processor to generate second data in accordance with said transferred game data in said portable game system, the second data representing plural body parts of a second player-controlled character moving in a second simulated 3-dimensional game world for display on said discrete display device in said portable game system;
- (d) detecting whether a predetermined condition has occurred; and
- (e) automatically modifying said second data if said predetermined condition is detected.

431 (New): The method of claim 430, wherein said predetermined condition is defined as manual selection of an object displayed on said discrete display device.

- 432 (New): The method of claim 430, wherein said predetermined condition is defined as one of said player-controlled characters contacting an object in said second simulated 3-dimensional game world displayed on said discrete display device.
- 433 (New): The method of claim 430, wherein said predetermined condition is defined as one of said player-controlled characters grasping an object in said second simulated 3-dimensional game world displayed on said discrete display device.
- 434 (New): The method of claim 430, wherein said predetermined condition is defined as one of said player-controlled characters moving away from an object in said second simulated 3-dimensional game world displayed on said discrete display device.
- 435 (New): The method of claim 430, wherein said predetermined condition is defined as the current display size of a body part of one of said characters being smaller than a predetermined amount and said modified second data results in an enlarged image of the character's body part on said discrete display device.
- 436 (New): The method of claim 435, wherein the enlarged body part is one of the character's hands.
- 437 (New): The method of claim 435, wherein said modified second data is near a hand of one of said characters.

- 438 (New): The method of claim 430, wherein said modified second data causes display of a modified body part of said second player-controlled character on said discrete display device.
- 439 (New): The method of claim 430, further comprising the step of: generating movements of at least one of said player-controlled characters in response to manual operation of a control device that causes transfer of control data to said video game apparatus.
- 440 (New): The method of claim 430, further comprising the steps of: storing said second game program in said video game apparatus; and
digitally transferring said second game program from said video game apparatus to said portable game system for execution in said second processor.
- 441 (New): The method of claim 430, further comprising the steps of: digitally reading said second game program from a data storage device into said video game apparatus; and
digitally transferring said second game program from said video game apparatus to said portable game system for execution in said second processor.

- 442 (New): The method of claim 430, wherein said first game program is stored on a data storage device and wherein said video game apparatus reads said first game program from the data storage device into said video game apparatus for execution in said first processor.
- 443 (New): The method of claim 430, wherein said discrete display device is a liquid crystal display (LCD) device.
- 444 (New): The method of claim 430, wherein said second game program is stored in a program memory cartridge that is manually removable from said portable game system.
- 445 (New): The method of claim 430, wherein said portable game system comprises at least one manual control device that is a touch sensor.
- 446 (New): The method of claim 430, wherein said transferred game data specifies a variable direction of movement in said second data of at least one of said body parts of said second player-controlled character.
- 447 (New): The method of claim 430, wherein said transferred game data specifies a variable location in said second data of at least one of said body parts of said second player-controlled character.

- 448 (New): The method of claim 430, wherein said transferred game data specifies any of the following variables: operation code, size factor, object identifier, character identifier, picture identifier, unit identifier, location, velocity, rotation, direction, and/or other variables.
- 449 (New): The method of claim 430, further comprising the step of: generating data representing movement of at least one body part of one of said player-controlled characters in response to manual operation of at least one control device in said portable game system.
- 450 (New): The method of claim 430, wherein said body parts are articulated and bendable under control of at least one manually operable control device.
- 451 (New): The method of claim 430, wherein said body parts comprise articulated fingers that are controlled by at least one manually operable control device.
- 452 (New): The method of claim 430, wherein said body parts comprise any of the following: arm, leg, hand, finger, head, face, eye, mouth, claw, shoe, clothing, tool, and/or other body parts.

453 (New): The method of claim 430, further comprising the step of
generating data that represents a portion of said second
simulated game world expanded in size for display on said
discrete display device in response to manual operation of
at least one control device.

454 (New): The method of claim 430, further comprising the step of
generating data that represents a portion of said second
simulated game world reduced in size for display on said
discrete display device in response to manual operation of
at least one control device.

455 (New): The method of claim 430, wherein at least one of said
player-controlled characters is a human-like character.

456 (New): The method of claim 430, wherein at least one of said
player-controlled characters is a non-human character.

457 (New): The method of claim 430, wherein manipulation of at least
one manually operative control device on said portable game
system causes said second processor to generate control data and
to transfer the control data to said first processor to control
generation of said first data.

458 (New): The method of claim 430, wherein movement of said second
player-controlled character is controlled by manual operation of
a control device in said portable game system.

459 (New): The method of claim 430, wherein during part of the game
said second data represents a miniature likeness of said first
data which results in similar pictures being displayed on both
of said display devices.

460 (New): The method of claim 430, further comprising the steps of:
generating data that represents movement of body parts of
said first player-controlled character in response to manual
operation of a first control device, and
generating data that represents movement of body parts of
said second player-controlled character in response to manual
operation of a second control device.

461 (New): The method of claim 460, wherein said first and second
control devices are housed in the same controller.

462 (New): The method of claim 460, wherein said first and second
control devices are housed in said portable game system.

463 (New): The method of claim 430, wherein said first and second
player-controlled characters are substantially the same
character.

464 (New): The method of claim 430, wherein said second processor
generates third data representing a map of at least a portion
of one of said game worlds for display on said discrete display
device.

- 465 (New): The method of claim 430, wherein at least one touch
sensitive data entry device in said portable game system
generates control data to control motion of at least one of said
player-controlled characters.
- 466 (New): The method of claim 430, wherein at least one touch
sensitive data entry device senses locations on said discrete
display device of an object contacting said data entry device.
- 467 (New): The method of claim 430, further comprising the step of
transferring game data from said video game apparatus through a
data transmission link to cause display of game images on a
plurality of portable discrete display devices.
- 468 (New): The method of claim 430, wherein said first game program
is stored on a program/data storage disk and wherein a disk
reader in said video game apparatus reads said first game
program from the storage disk.
- 469 (New): The method of claim 430, wherein said first display
device is a discrete display device.
- 470 (New): The method of claim 430, wherein said data transmission
link is partly wireless.
- 471 (New): The method of claim 430, wherein said data transmission
link is a wire link.

- 472 (New): The method of claim 430, wherein said first and second simulated 3-dimensional game worlds are substantially the same game world.
- 473 (New): The method of claim 430, further comprising the step of generating data representing plural body parts of one of said characters moving from said first simulated 3-dimensional game world to said second simulated 3-dimensional game world.
- 474 (New): The method of claim 430, further comprising the step of generating data representing plural body parts of one of said characters moving from said second simulated 3-dimensional game world to said first simulated 3-dimensional game world.
- 475 (New): The method of claim 430, wherein said predetermined condition is defined as one of said player-controlled characters contacting an object in one of said 3-dimensional game worlds.
- 476 (New): The method of claim 430, wherein said predetermined condition is defined as one of said player-controlled characters being manually controlled to enter a predetermined area in one of said 3-dimensional game worlds.
- 477 (New): The method of claim 430, wherein said predetermined condition is defined as one of said player-controlled characters moving toward an object in one of said simulated 3-dimensional game worlds.

- 478 (New): The method of claim 430, wherein said predetermined condition is defined as a manually operated object being in contact with a variable location on a touch sensitive surface in said portable game system.
- 479 (New): The method of claim 478, wherein said manually operated object is a finger of a human operator.
- 480 (New): The method of claim 430, wherein said predetermined condition is defined as a manually operated object moving in contact with a touch sensor in said portable game system.
- 481 (New): The method of claim 430, wherein said predetermined condition is defined as data entry into said portable game system of any of the following data: number, letter, symbol, word, cursor, map location, menu selection, highlight, icon selection, drag and drop, command, and/or virtual keyboard characters in said portable game system.
- 482 (New): The method of claim 430, wherein said predetermined condition is defined as manual entry of a request for replay of a prior game display sequence for display on said discrete display device.

- 483 (New): The method of claim 430, wherein said predetermined condition is defined as manual entry of a request for a preview of a possible future game display sequence for display on said discrete display device.
- 484 (New): The method of claim 430, wherein said predetermined condition is defined as receiving into said portable game system of data transmitted through said data transmission link.
- 485 (New): The method of claim 430, wherein said predetermined condition is defined as generating of third data that represents a predetermined object for display on said first display device.
- 486 (New): The method of claim 430, wherein said predetermined condition is defined as movement of a cursor displayed on said discrete display device.
- 487 (New): The method of claim 430, wherein said predetermined condition is defined as successful authentication of data that was read from a data carrier.
- 488 (New): The method of claim 430, wherein said predetermined condition is defined as failed authentication of data that was read from a data carrier.

- 489 (New): The method of claim 430, wherein said predetermined condition is defined as manual selection of one character action from a plurality of alternative actions.
- 490 (New): The method of claim 430, wherein said predetermined condition is defined as receiving of control unit identification data.
- 491 (New): The method of claim 430, wherein said predetermined condition is defined as receiving of portable game system identification data transmitted through said data transmission link into said video game apparatus.
- 492 (New): The method of claim 430, wherein said predetermined condition is defined as receiving data transmitted through said data transmission link that specifies a variable location of an object in one of said 3-dimensional game worlds.
- 493 (New): The method of claim 430, wherein said predetermined condition is defined as receiving data transmitted through said data transmission link that specifies a variable location of one of said player-controlled characters in one of said 3-dimensional game worlds.

494 (New): A data carrier for use in a first game apparatus having a first processor that is digitally linked to a separately housed portable game system containing a second processor and a discrete display device, the data carrier carrying game program instructions comprising:

- (a) first program instructions that cause said first processor to generate first data representing plural body parts of a first player-controlled character moving in a first simulated 3-dimensional game world for display on a first display device;
- (b) second program instructions that cause said first processor to transfer game data through a data transmission link to said second processor to cause said second processor to generate second data representing plural body parts of a second player-controlled character moving in a second simulated 3-dimensional game world for display on said discrete display device in said portable game system;
- (c) third program instructions that cause said first processor to process control data that is transmitted from said second processor to said first processor if said second processor detects a predetermined condition; and
- (d) fourth program instructions that modify said first data for display on said first display device when said transmitted control data regarding said detected predetermined condition is processed by said first processor.

- 495 (New): The data carrier of claim 494, wherein said predetermined condition is defined as one of said player-controlled characters contacting an object in one of said 3-dimensional game worlds.
- 496 (New): The data carrier of claim 494, wherein said predetermined condition is defined as one of said player-controlled characters being manually controlled to enter a predetermined area in one of said 3-dimensional game worlds.
- 497 (New): The data carrier of claim 494, wherein said predetermined condition is defined as manual selection of an object in one of said 3-dimensional game worlds.
- 498 (New): The data carrier of claim 494, wherein said predetermined condition is defined as one of said player-controlled characters grasping an object in one of said 3-dimensional game worlds.
- 499 (New): The data carrier of claim 494, wherein said predetermined condition is defined as one of said player-controlled characters moving away from an object in one of said 3-dimensional game worlds.
- 500 (New): The data carrier of claim 494, wherein said modified data represents a body part of said first player-controlled character.

- 501 (New) : The data carrier of claim 494, wherein said modified data represents a hand of said first player-controlled character.
- 502 (New) : The data carrier of claim 494, wherein at least a portion of said transferred game data specifies a variable direction of movement in said first data of at least one of said body parts of said first player-controlled character.
- 503 (New) : The data carrier of claim 494, wherein at least a portion of said transferred game data specifies a variable location in said first data of at least one of said body parts of said first player-controlled character.
- 504 (New) : The data carrier of claim 494, wherein at least a portion of said transferred game data specifies any of the following variables: operation code, size factor, object identifier, character identifier, picture identifier, unit identifier, location, velocity, rotation, direction, or other variables.
- 505 (New) : The data carrier of claim 494, wherein said predetermined condition is defined as a manually operated physical object being in contact with a variable location on a touch sensor in said portable game system.
- 506 (New) : The data carrier of claim 505, wherein said manually operated object is a finger of a human operator.

- 507 (New): The data carrier of claim 494, wherein said predetermined condition is defined as a manually operated physical object moving in contact with a series of locations on a touch sensor in said portable game system.
- 508 (New): The data carrier of claim 494, wherein said game data is transferred through said data transmission link to cause display of game images on a plurality of portable discrete display devices.
- 509 (New): The data carrier of claim 494, wherein said first display device is a discrete display device.
- 510 (New): The data carrier of claim 494, wherein said first and second player-controlled characters are substantially the same character.
- 511 (New): The data carrier of claim 494, wherein said first and second simulated game worlds are substantially the same game world.
- 512 (New): The data carrier of claim 494, wherein said modified data represents movement of at least a portion of said first player-controlled character in accordance with movement of a manually operated object in contact with a touch sensor in said portable game system.